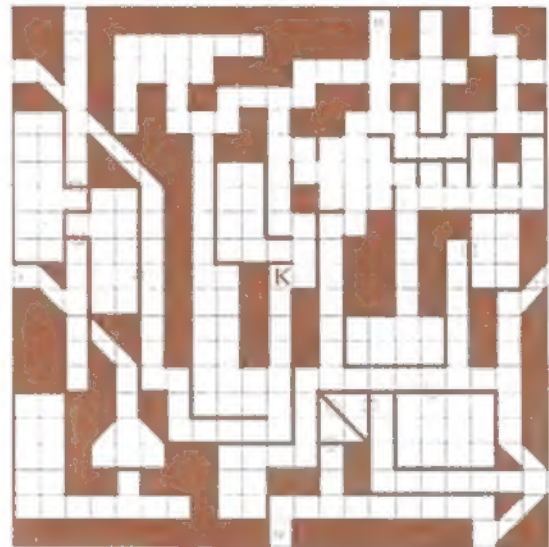
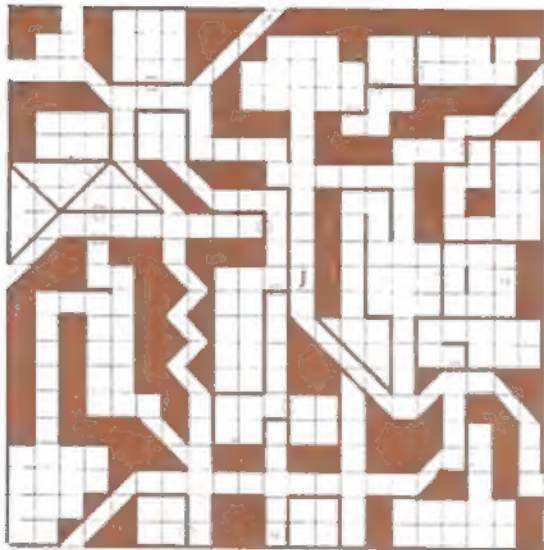


DUNGEONS & DRAGONS



DUNGEON GEOMORPHS

Set Three: Lower Dungeons

By Gary Gygax

This set contains ten $5\frac{1}{4}$ " square geomorphic dungeon level pieces and five $2\frac{1}{2}$ " \times $10\frac{1}{2}$ " additional dungeon level pieces which are semi-geomorphic.

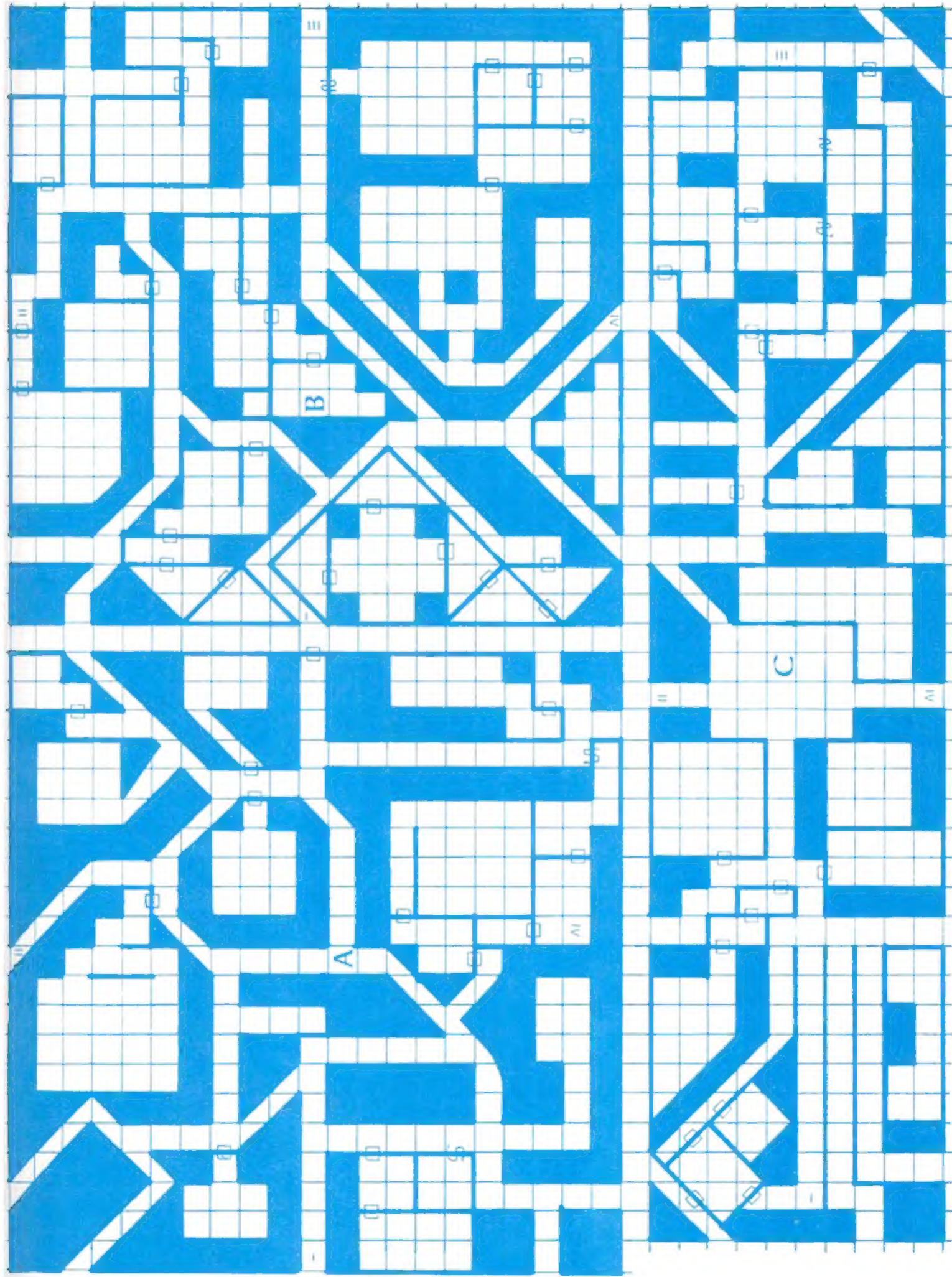
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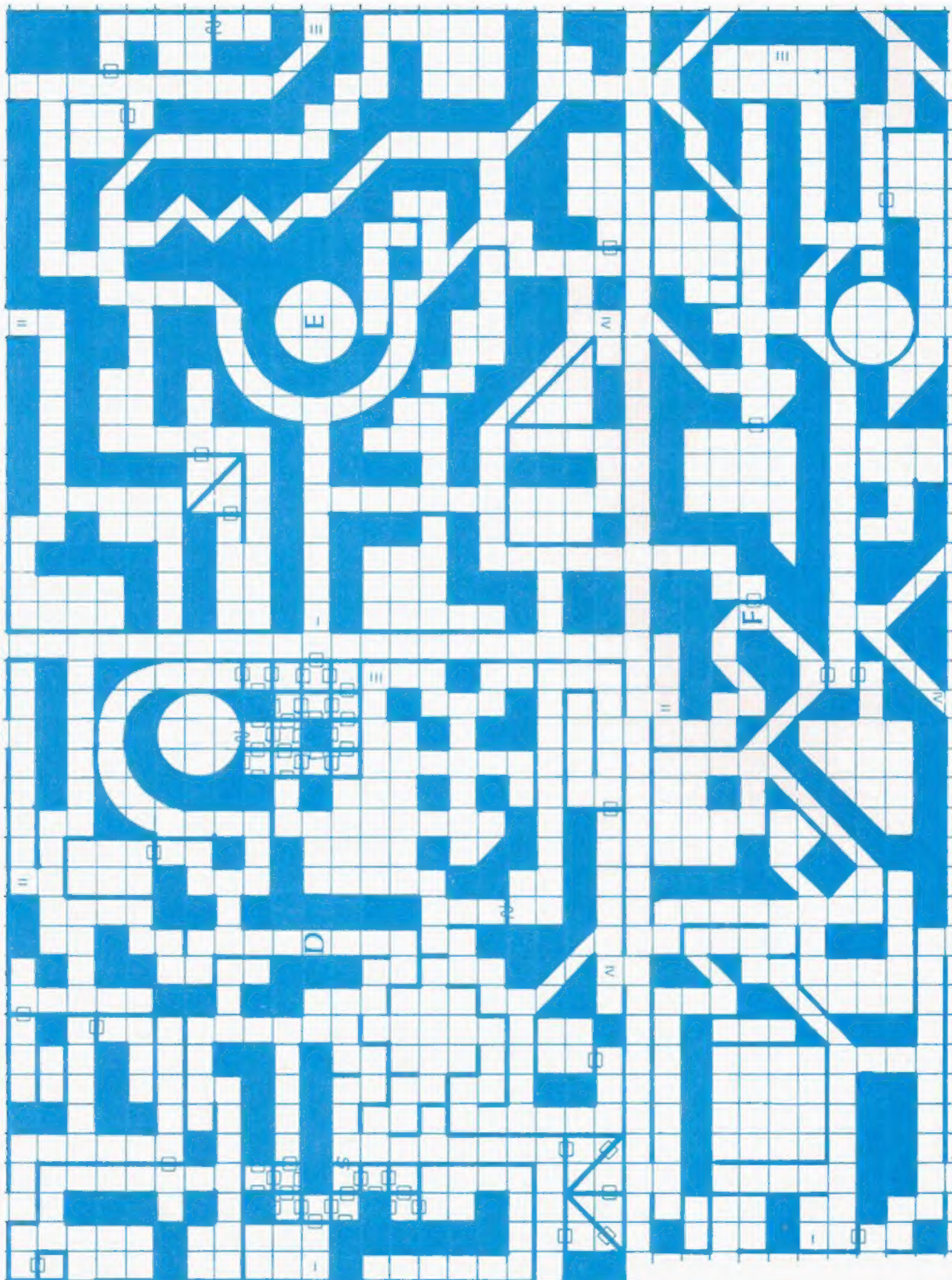
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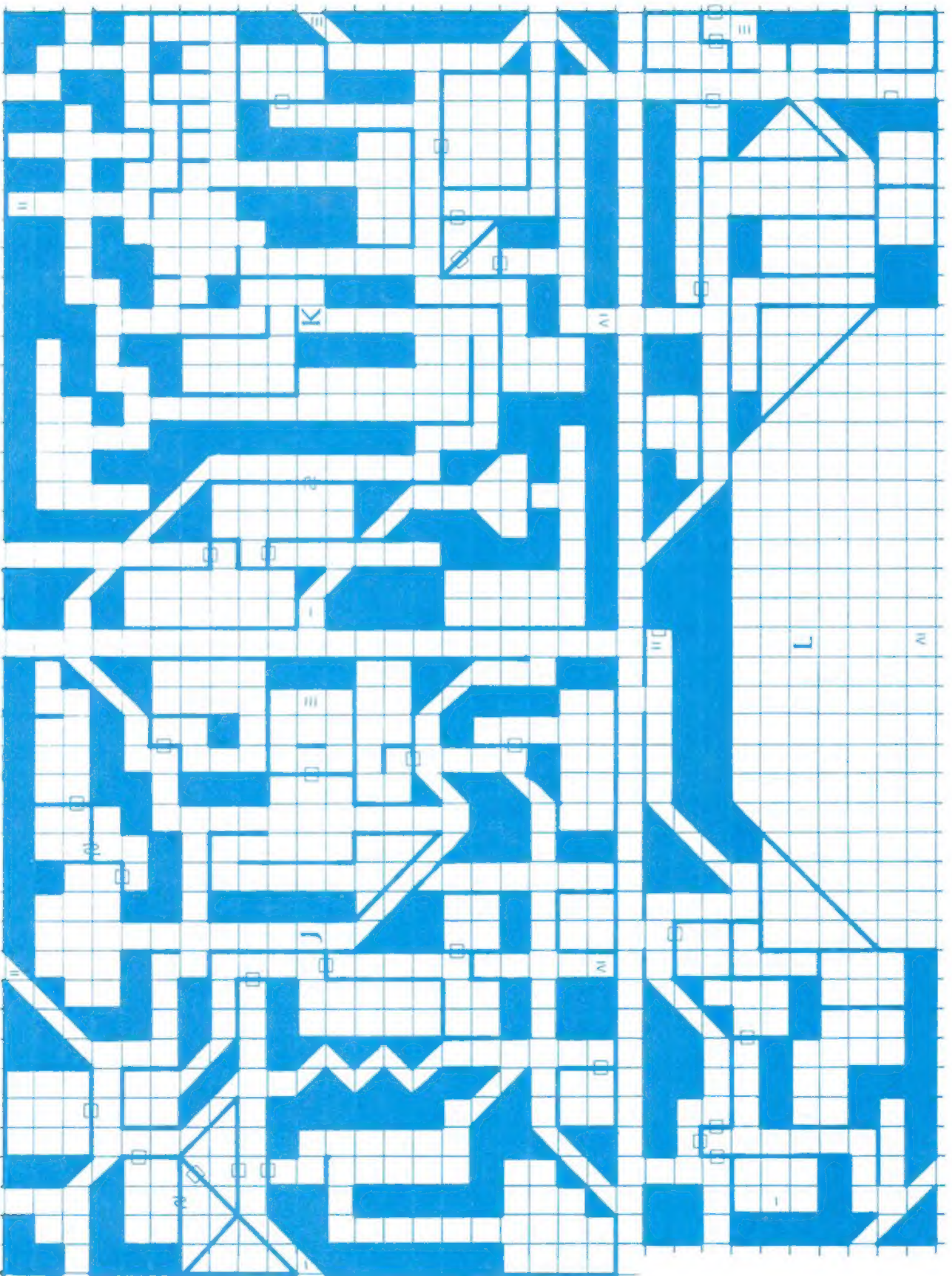


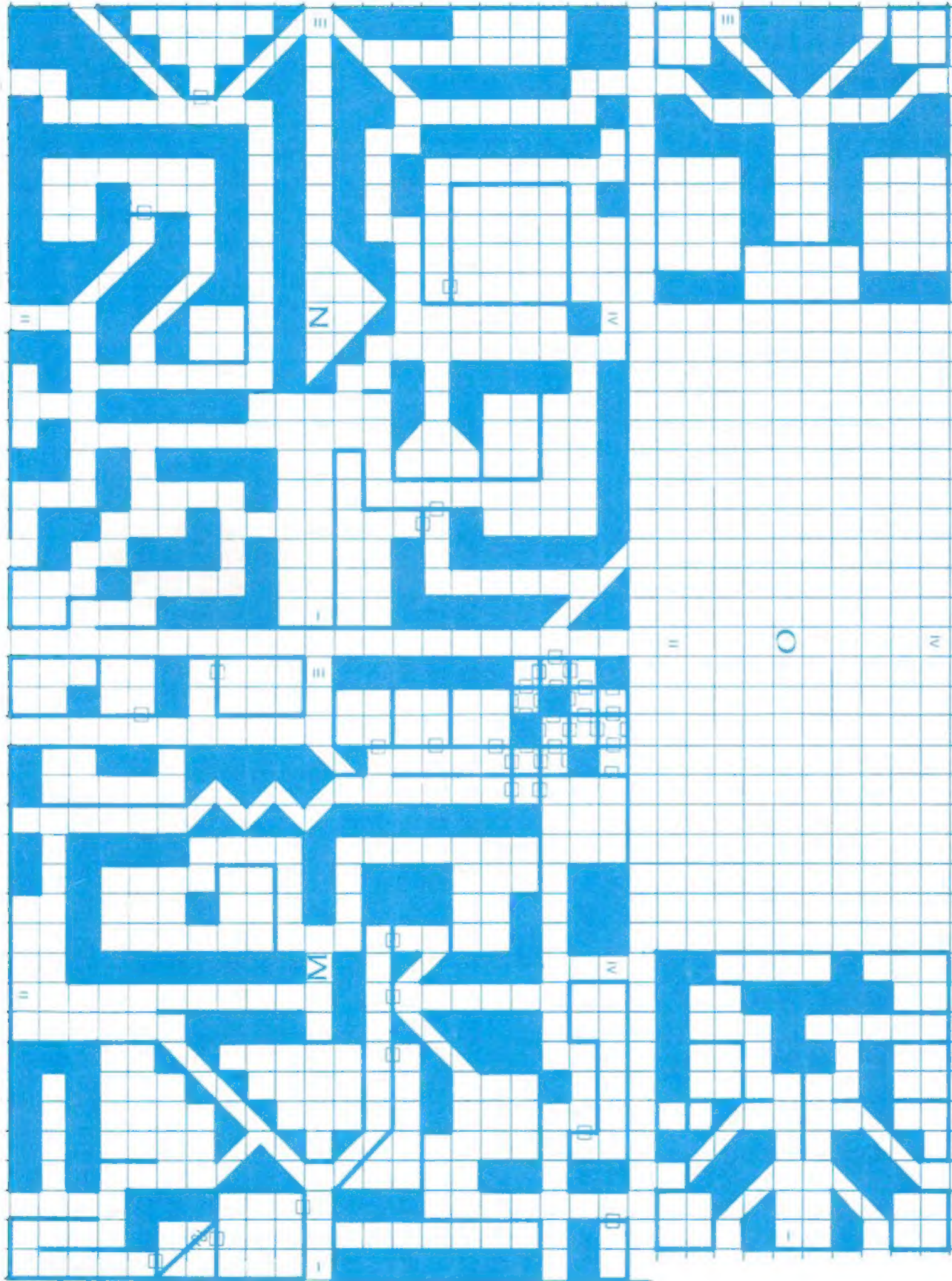
LOWER DUNGEONS





LOWER DUNGEONS





SAMPLE LEVEL MATRIX KEY

Level 1: geomorphs B, D, E, I
faces north: II, IV, III, II

B II	D IV
E III	I II

ENCOUNTER KEY EXAMPLE

- 7A. One huge Black Pudding, H.P.: 50. This monster is always very hungry, and it will pursue relentlessly as long as the party is in the room complex. Amidst the mass of junk in its lair is a bag of devouring with 7,000 gold pieces therein which it uses to attract prey.
- 7B. The Altar of the demon Sha-Hec'urah, set with fifty base 100 GP gems. There is a pit trap (10' deep, with six poisoned spikes) before it, with the cover trip mechanism to lock, unlock, or spring it hidden in a recess in a wall at the spot marked X. Touching the altar automatically alters 7C (below).
- 7C. An evil lama and curate (H.P.: 26, 21; A.C.: 0, 2; S.A.: Lama has snake staff and normal mace, curate has +1 mace) who serve the altar. With them is the "Arm of Sha-Hec'urah," a creature which appears to be a troll, but which strikes as a nine-die monster and causes only a loss of strength at 1 point per hit. Strength loss lasts for 2-12 turns, except on a roll of 20, in which case the loss is permanent unless a cure disease spell is cast upon the victim within 24 hours of the hit. The "Arm" wears an amulet which gives him this weakening ability. If he is slain the amulet may be worn by any player character, and his scoring a hit by touch will enable the strength loss to take place; the wearer loses 5 points permanently from charisma and will become more and more chaotically evil until becoming the new "Arm." The "Arm of Sha-Hec'urah": H.P.: 43; A.C.: -2 (due to the amulet). The "Arm" will call if below 20 H.P., and if the demon is thus summoned, there is a 10% chance it will come.
- 7D. 6 GNOLLS, H.P.: 13, 11, 11, 10, 9, 7. These are the guards for 7E, and as soon as they see any trespasser enter their area two will run for help, three will attempt to hold off the enemy for a moment, and the last will slip to the alcove in the passage leading out. As he hears his three rear-guards shouting, he will pull the chain which opens the bars of the cages set high in the walls of the chamber they are deserting, freeing 2 GARGOYLES (H.P.: 20, 17). In the far corner of the chamber are 3 magic arrows (+1) and 670 GP belonging to the gnolls.
- 7E. 2 STONE GIANTS, H.P.: 44, 36. These two are quite clever for their kind, having amassed a treasure of 10,400 CP, 4,500 SP, 1,980 EP, and 625 GP stored in two large chests with no locks or protection. They have hidden a potion of hill giant strength in a bucket of water on their table. The "water" in their bucket is actually a powerful delusive agent, and if it is touched it will cause delusions that the bucket has disappeared. There are ten base 100 GP gems hidden in the larger giant's club handle.

Approximately 25% of the rooms and large spaces should contain monsters, treasures, and other notable items. For every five such rooms there should be Approximately one trap. Slanting passages, teleportation areas, slides, and the like should be added sparingly thereafter—one or two such items per level is a fair guideline.

DUNGEON LEVEL GEOMORPHS






This set of geomorphs will provide you with an endless number of combinations with which to create your D&D "Underworld" -- be it one dungeon or many. Your geomorphs can be combined to form levels of all sizes, huge or just a single piece.

These geomorphs are easily cut apart, and you may then place them down in coded fashion (see INSTRUCTIONS below) to make various level designs. You may wish to place them in acetate sheet protectors as you employ them. Another way to use your geomorphs is to affix them permanently to a surface, make your notes and codes on each, and then cover the whole with clear contact paper, thus making each level permanent -- of course, this latter method of using the geomorphs will require that you eventually obtain several sets. However you use them we are certain that you will find them an immeasurable aid to your playing D&D!

INSTRUCTIONS

Cut out each level. You will note that each separate geomorph piece is coded with a letter (A - O) and the Roman numerals I - IV. To combine the pieces to form a level, simply note which pieces form the level and in which combination of Roman numerals. Thus, a four-geomorph level can be A I, B II, C III, and D IV, so that when laid out properly the Roman numeral on each piece would be the one uppermost (north on the map). Note that each geomorph piece has at least two possible entry points on any given side, so that no matter which side you place with any other geomorph, there will be at least one possible way to enter the dungeon area of the geomorph, and some pieces will allow two or three access points. Access points will change as the pieces are turned to different directions (I - IV) because the entry points have been randomly selected on most of the geomorphs.

SUGGESTED KEY FOR LEVELS

	door	●	trap door, floor	■	pit
	door, one way	○	trap door, ceiling	□	pit, covered
	door, false	○ ^s	trap door, secret	→	trap, general
	door, removed*	III	steps up	G	slide
	door, secret	↓	steps down	x	dead end
* no door, solid wall					

KEYING YOUR LEVELS

You will note that there are no doors shown in some areas. You should fill in these entries as you see fit, or simply leave the unenterable areas as solid or requiring magical spells to enter. You may decide to do away with some doors or rooms as shown. Alter the geomorphs as you like. Color will be helpful in noting such things as passageways which are slanted so as to lead upwards or downwards (perhaps green, with the letters "U" and "D", with appropriately pointing arrows to indicate the direction of the slant), gas areas, and special doors (non-resisting, wizard locked, intelligent, etc.). Other changes are making 5' wide passages by filling in half the existing 10' ones, putting in areas where those who enter are teleported to a similar spot elsewhere, subdivide existing rooms, and so on.

In addition to personal changes you may wish to make, it is necessary that you place a numerical code in each space where something worthwhile or notable exists on a level, i.e. a monster, some object, writing on the wall, a trap, and the like. If the geomorphs are used for several levels you will find that it will be very difficult to read all the notations on a given geomorph, even with small writing and careful coding. Use of sheet overlays or multiple sets of geomorphs will solve the problem.